



ELECTRONIC ARTS®
Home Computer Software

EO4041EM

MANUAL



ELECTRONIC ARTS



CONTENTS

1	INTRODUCTION	1
2	GETTING STARTED	3
2.1	CIA 129	3
2.2	Scoring	3
3	MISSION BRIEFING	6
4	(OPTIONAL)	6
4.1	Class Indicators	6
4.2	Task Force Window	10
4.3	Class Value-Available Points Indicator	10
4.4	Clearance Window	11
4.5	Asset Indicators	11
4.6	Leaving the Shielding	13
5	COMMAND and OPERATION CENTRE	14
5.1	Map Views and the Status Bar	14
5.2	Commands and Orders	15
5.3	Scenario Time and Time Compression	20
5.4	Leaving the Command Information Centre	20
6	STRIKE FLEET FORCES	21
6.1	Using and Controlling	21
6.2	Surface Force	29
6.3	Air Force	29
7	STRIKE FLEET WEAPONS	37
7.1	Cannons	37
7.2	Missiles	38
7.3	Torpedoes	41
7.4	Offensive Weapons	41
8	ENEMY FORCES	42
8.1	Enemy Naval Force	42
8.2	Enemy Air Force	46
8.3	Enemy Weapon Specs	46
9	SCENARIO OVERVIEW	54
9.1	Start Position	54
9.2	The Enemy Base	54
9.3	The Road to Ruin	56
9.4	Falklands Colours	56
9.5	One Strike	57
9.6	Atlantic Cork	57
9.7	Surprise Invasion	57

9.8	Escape to New York	58
9.9	Wetback 1990	59
9.10	Wiping Up	59
10	Strike Fleet Detachment Notes	60

1. INTRODUCTION

Welcome to the Strike Fleet Commander! This manual is designed as a reference guide to help you become fully operational as a new Strike Fleet commander on active duty. It is a classified document intended for Strike Fleet Commanders eyes only! Keep it secure at all times and prevent its duplication at all costs. The Enemy would pay dearly for a copy of this document. Read this manual thoroughly. Immerse yourself with every detail. Regard it as your friend, your angel of mercy, your guiding light. Remember Commander, you are fresh out of the academy, you're going to need a friend.

Look for important information it tells you the one thing you'll find the most!

This manual is organized into ten sections, with this Introduction being the first.

- Section 2 describes the computer systems used by Strike Fleet. Use this section to help get your feet underway.
- Section 3 describes how to select your first mission.
- Section 4 describes how to configure and launch your fleet from the shipyard.
- Section 5 describes how to use the Command Information Centre to get an overview of your current situation and how to give orders to your fleet.
- Section 6 describes how to effectively use and control Strike Fleet vessels. This section also contains physical descriptions and technical specifications for each Strike Fleet craft.
- Section 7 describes how to effectively use and control Strike Fleet offensive/defensive weapon systems. This section also contains physical descriptions and technical specifications for each Strike Fleet weapon.
- Section 8 describes the members of the Strike Fleet, and what we know of their vessels and weapons.
- Section 9 describes the possible scenarios you may face as a Strike Fleet Commander.
- Section 10 describes proven combat strategies developed by some of our best Strike Fleet commanders.

In addition to this manual, we have also supplied you with a Command Summary Card that lists all of the computer keyboard equivalents for the vessel control panel. The Command Summary Card also describes how to quickly get started in a sample scenario of Strike Fleet, and a set of hints and tips you'll want to use during the game. Keep the Command Summary Card nearby during your game! — it may save your life.

2. GETTING STARTED

Strike Fleet operates on a number of different computer systems, and because of the varying capabilities and limitations of these systems, certain differences in display and control may exist. Therefore, we will refer to joystick, keyboard, and mice generically as "controllers" throughout the manual because some computers may support only one of these devices while others may support all three. Find the instructions for your computer system, and use them to get your look force underway.

C64/128

Joystick and joystick supported. See the Command Summary Card for details. You must have a formatted disk ready if you intend to save scenarios or campaigns in progress, and you can save only one scenario or campaign per disk. See your computer's owner's manual for information on formatting disks on your computer.

1. Remove all cartridges. If you have a joystick, plug it into port 1.
2. Turn on the disk drive and monitor, then insert the *Strike Fleet* program disk in the drive.
- NOTE:** Make sure the second disk drive is off if you have one.
3. Turn on the computer (C128 owners, go to C64 mode).
4. At the READY prompt type **LOAD "SF",A,1** and press Return.
5. Press the **Spacebar** to ignore the title screen.
6. Flip the program disk to the Scenarios Disk only when the computer prompts you to "Insert Scenarios Disk," and press any key to continue. Read section "3. Mission Briefing" for detailed instructions on how to play *Strike Fleet*, or read the "Getting Started" and "Hints and Tips" sections of the Command Summary Card to play simply and quickly.

3.3. Scoring

Your goal as a *Strike Fleet* Commander is to meet all of your objectives by the end of each scenario, with minimal loss of *Strike Fleet* equipment and personnel. If you meet this goal, you will avoid Court Martial, and rise through the ranks. Your promotion or Court Martial is based on your performance, the enemies you destroy, and the points you earn in that scenario alone, and no other. See section "4.3. Class Value-Available Points Indicator" for more information on earning points.

This rule applies to campaigns as well as individual scenarios. Campaign scenarios are evaluated using more stringent standards, as you'll have to use your campaign fleet more efficiently — but the maximum rank you can obtain in campaign scenarios is higher.

You'll see your ranking at the end of the scenario or campaign, and there are a total of 12 ranks you can achieve. Each scenario has its own set of objectives and maximum obtainable rank. The 12 ranks include:

- **Court Martial** — you have failed miserably. Did you fire on friendly forces?
- **Deck Mopper** — the lowest rank in the *Strike Fleet*. Your performance as a *Strike Fleet* officer was so good that Fleet Command had put you in charge of your own ship. Now you know why they're called mopsters.
- **Ensign** — the Deck Moppers need someone to babysit them... you're it.
- **Lieutenant JG** — you're a fairly competent sailor, and with a bit of hard work, you may someday command your own fleet.
- **Lieutenant** — you show the promise of a bright career. Keep on your toes and you'll continue up through the ranks.
- **Lieutenant Commander** — you're a valuable asset to your fleet. Keep up the good work and you'll go for...
- **Commander** — the Captain's right hand person. He couldn't have done it without you.
- **Captain** — the workhorse and the mainstay of the fleet. The pivot on which glory or defeat revolve. Even as a Captain and your career is assured.
- **Commodore** — the large old battleship to which the Captain look for advice, and the Admirals look for support. Make it that far and you needn't worry about early retirement and loss of pension.
- **Rear Admiral** — you've made it nearly to the top of the chain of command, but be careful. It's a long fall from here.
- **Vice Admiral** — the Admiral's right hand man. Are you a show-off, or a real boss?
- **Admiral** — the magical rank to which every sailor aspires. The decisions you make may decide the fate of the *Strike Fleet*.
- **Fleet Admiral** — the top position. A wrong decision now could decide the fate of your entire nation.

In addition to the various rank awards you can win for service alone and beyond the call of duty, the *Strike Fleet* also has Executive Awards. If you have received one of these awards, you have earned a higher rank because of it.

2 MISSION BRIEFING


Your first duty as a Strike Fleet Commander is to report to Strike Fleet Command and select your mission. The Strike Fleet Command screen is comprised of three sections:

- 1 **Maps** — displays the geographical maps that are frequently patrolled by Strike Fleet forces.
- 2 **Scenario Briefing Window** — shows a brief summary of the currently selected scenario, possible enemy encounters, and general overview of the situation.
- 3 **Control Panel** — contains six buttons that control a variety of functions. Move your controller up or down until the panel button you want to press is highlighted, then press the controller button to activate it. The following sections describe each control panel button.

- 1 **SELECT SCENARIO** — Selects the next scenario. The map for the selected scenario lights up and the others dim. And because maps are used for multiple scenarios, the title of the currently selected scenario appears above the briefing window for your reference. Selecting this control again at the last scenario brings you back to the first scenario.

- 2 **START SCEN** — Starts the currently selected scenario (we suggest you use the first scenario if this is your first time out).

- 3 **RESUME SCEN** — Continues a previously saved scenario, starting at Command Information Centre with the game in progress. You will be prompted to insert the disk containing the saved scenario in the disk drive. You can save only one scenario per data disk. See the Command Summary Card for the **Save and Load** command.

 You must have your own blank, formatted disk ready if you want to save or resume scenarios and campaigns. Please see your computer manual for instructions about how to format disks on your system.

- 4 **START CAMPAIGN** — Begins a series of scenarios in a continuous sequence. Each scenario is saved through ten on your **Save** button. The final score value of your fleet that survives a scenario will light on the

continues on to the next scenario, with a 10-point reinforcement for the entire fleet. You are ranked individually for each scenario of the campaign. The less points you lose in each scenario, the higher the ranking for that scenario. It's harder to achieve the maximum rank in a campaign, so you must use your campaign fleet more efficiently — but the maximum rank you can achieve over the course of the campaign is higher than in a single scenario. At the end of each campaign scenario you'll be prompted to insert a write-protected, formatted disk on which to save the campaign so you can resume it later. Press **S** to save the campaign, or any other key to cancel the save.

RESUME CAMPAIGN

Continues a previously saved campaign. If you save a campaign during an in-progress (unfinished) scenario, you must select **RESUME SCEN** to restart the in-progress scenario. This is because campaigns are saved as an unfinished scenario, until the individual scenario is complete. When you use **RESUME CAMPAIGN**, the campaign resumes at the Scenario, ready to start the next scenario in the campaign sequence, using the points from the last scenario you completed. You will be prompted to insert the disk disk containing the saved campaign in the disk drive. You can save only one campaign per data disk. See the Command Summary Card for the **Save** command you use to save a scenario in-progress.

CHECK DISK

Checks your disk for saved scenarios or campaigns.

Good job! After you've finished a scenario or have chosen to embark on a campaign, you will continue on to the Campaign screen, where you will choose your fleet. If you choose to resume a scenario in progress, then you will go directly to the bridge of your flagship.

10. *Journal of the American Medical Association*, 2000; 283: 2686-2692.

While viewing your fleet at the Shipyard (Figure 1) you can drop existing ships, add new ships, select different ship options and classes, start the auction, select a new flagship or even return to Ship's Deck Command.

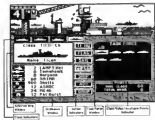


Figure 1

The Class Indicators on the left side of the screen (see Figure 1) represent the ship classes allowed in your hunt for the selected scenario. Some scenarios may only allow one class, while others may allow a variety of classes. The highlighted Class Indicator represents the class of the ship selected in the Task Force window. Not all of the available classes may be represented in the Task Force window. The placeholder lets you "swap out" one class of ship for another. Use the **CLASS** Action Indicator (highlighted button) to work with ships of a different class.

The **Selected Ship window** just below the **Class** indicators, displays the currently selected ship's class name and type, a silhouette of the ship, and the ship-name. If the ship named in this window is in your fleet, then it is also highlighted in the **Task Force window**, and you can perform some action on it using the **Action Indicators** (explained below).



Age	Gender	Time	Distance	Heart rate
18	Male	10 min	1.5 km	150 bpm
25	Female	15 min	2.0 km	160 bpm
32	Male	20 min	2.5 km	170 bpm
40	Female	25 min	3.0 km	180 bpm
48	Male	30 min	3.5 km	190 bpm
55	Female	35 min	4.0 km	200 bpm
62	Male	40 min	4.5 km	210 bpm
70	Female	45 min	5.0 km	220 bpm
78	Male	50 min	5.5 km	230 bpm
85	Female	55 min	6.0 km	240 bpm

1.2. The Task Force window
The Task Force window displays a small screenshot for each ship in your fleet. The fleet configuration shown initially in the Task Force window is suggested by Fleet Command. Instead, you may encounter various battle levels for your scenario or campaign. Ships of the selected class are all highlighted in a common colour, while the currently selected ship (shown as the Selected one) is highlighted in its own colour. A flag above one of the ships designates it as the **Flagship**. The Flagship is the lead ship in your fleet, and the one from which you will issue most of your commands (see section 5.6 for more information on controlling your fleet). You can make any ship the Flagship, even after you leave the Shipyard.

No.	Case	Organic Lesions	Positive	Indication
-----	------	-----------------	----------	------------

The Class Value-Available Points indicator (right below the Last Force window) shows you the points you have available for adding more ships to your fleet. Each class has a point value based upon relative cost, availability and strength of that class of ships. By dropping single large ships, you can free up enough points for multiple weaker ships. By dropping a few cheaper ships you can be able to afford a larger, more powerful ship.

The points you have here at the end of the scenario help determine your final rank. You'll get no points for ships that are destroyed during the scenario. Also, if you lose all your ships, and have no points in reserve, then you get zero points (and probably a Court-Martial). Ships that you return damaged from the scenario are counted at face value, even if they have been repaired at sea. So if a ship worth two points at the beginning of the scenario, loses those points in damage, then it is, still only worth two points at the end of the scenario even if it is fully repaired. Ships that you return undamaged count for double their point value: so the two point ship will be worth four if it is not damaged during the scenario. Unused points are quadrupled at the end of the scenario (except in campaigns, where they are just held in reserve for reinforcements in the next scenario). But, of course, your rank is not based solely upon your available points. Your promotion or demotion is also determined by the number of enemies you destroy, and whether or not you lose any of your own ships.



4.4 Ordnance Window

The Ordnance window shows you the weapon systems, their loads, and the helicopters installed on the currently selected ship. If any ship of the same class carries the same weapon systems and loads (and helicopters if the ship is so equipped) except for the Torpedo class which includes an old and new version. Each of the eight icons represents a weapon system. Flipping to bottom they are:

- Helicopters
- Long range anti-ship missiles
- Short range anti-ship missiles
- Air to missiles
- Dual purpose cannon bursts
- ASROC anti-submarine missiles
- Torpedoes
- Protome automatic anti-missile defensive cannon bursts



If a weapon system is included on the selected ship, then the weapon icon and name appears to the right of each icon on the Ordnance Board. For more details on using the Strike Fleet weapons systems, read section "7. Strike Fleet Weapons."

4.5 Action Indicators

The Action Indicators appear to the immediate left of the Task Force window. From top to bottom they are:

- TF INQ** Flipping to Strike Fleet Command so you can start a new scenario, campaign, or resume a saved one. Select this indicator and press the controller button.
- FLAG** Start a new flagship. Select this indicator then move your controller left or right to highlight the new flagship and press the button.
- SAIL** Starts your mission. Select this indicator and press the controller button. You must have at least one ship in your fleet before you can start.
- CLASS** Toggles through the class indicators from left to right. Select this indicator and press the controller button to toggle through the classes.

shown in your fleet. All ships in the selected class are highlighted in the same colour in the Task Force window.

SHIP



Select an individual ship within the currently selected class. Click the indicator and press the controller button to toggle through ships within the selected class. When you come to the name of your fleet, it will highlight in a colour that's different from the other ships in the same class in the Task Force window.



TOGGLE Toggle a Different Matter: 1) Select the ship with the SHIP indicator. 2) Highlight the selected ship with the DROP action indicator. 3) Use the SHIP indicator to select a ship with a different name. 4) Select the ADD indicator to add the desired ship to your fleet.

ADD

Press the controller button to add the currently selected ship to your task force. You can't add the ship if you don't have the required number of points; you have exceeded the maximum number of ships for the scenario, or the ship is already part of your task force. You can only add ships in the selected class.

DROP

Removes the ship selected with the SHIP indicator from your fleet. You can only drop ships in the selected class. In the process it adds the point value for a ship of that class back to your Total Available points. You must drop all the ships within the selected class to remove an entire class of ships from your fleet. Your Available Points will increase as you drop ships.

4.6 Leaving the Shipyard

When you are satisfied with your fleet configuration, select the SAIL action indicator to go to the Command Information Centre about your flagging.

5. COMMAND INFORMATION CENTRE

Each scenario begins in the Command Information Centre (Figure 2 below). From here you issue orders to, and set the destination for your fleet. The main screen shows a Scenario Map of the area in which the selected scenario unfolds. Using the Scenario Map, you can watch and wait for the enemy to come within range of your radar, or you can break your fleet up into task forces and play the approach. A task force is a collection of ships within the fleet that has its own flagship and can operate independently of the rest of the fleet. As seen as you SPLUT (see "5.2. Commands and Orders" below) below a ship from the fleet, it becomes a flagship and a task force unto itself. You can also JOIN (see "5.2. Commands and Orders" below) ships to another existing task force, or to an individual flagship if you want to build up a new task force. You can alter your various task forces because the name of the flagship for the currently selected task force appears on the Status Bar.



Figure 2: The Command Information Centre at Fleet Map Level

5.1. Map Views and the Status Bar

The Command Information Centre also gives you map views at varying magnifications which you can control with the Zoom command (see "5.2. Commands and Orders" below). The different map magnifications give you different options. There are three magnifications: 1) Fleet, 2) Task Force, and 3) Ship. The Fleet map magnification lets you perform actions for the entire task force. The Status Bar at this level displays information for the selected task force. In Figure 2 for example, reading from left to right, the bar displays the class, the type, and the name of the flagship. Next it displays the number of war ships (PW) and the number of civilian ships (CV).

1) of taskers, large ships, and so on under the command of that flagship. The extreme right end of the Status Bar shows the Maximum Knots (MK) at which your task force is moving. The Status Bar at Task Force map magnification shows basically the same information, but you have additional orders for "joining" task forces at that level (see "5.2. Commands and Orders" below).

Zoom is explained below) into Ship map magnification, and the Status Bar displays information based upon the individual ship you've selected (you select different ships using the Next command, described below). If it's a flagship, the Status Bar looks similar to Figure 2. If it's a ship that's under the command of a flagship, the Status Bar will show the ship's class, type, and name as usual, but it will show the name of the task force's flagship in place of the War and Civ information.

5.2. Commands and Orders

The main function of the Command Information Centre (CIC) is to provide you with an easy way to quickly issue Commands and Orders to your fleet. The Commands and Orders at your disposal will change slightly depending on the map magnification you are viewing. The title and the magnification shown in the upper-right hand corner of the CIC indicates the level of zoom, and the width of the map (in kilometers) that the view encompasses. The Command List is directly below the map magnification information. The commands you can choose from include:

Bridge — takes you to the bridge of the currently selected ship.

Next TF — selects and displays the status of the flagship of your next task force if you have multiple task forces in your fleet. The name of the flagship for that task force appears on the Status Bar.



At the Ship map level, the Next TF command changes to just Next, and you use it to select among the various ships in your fleet that are present in the map view. The currently selected ship will flash. Flagship icons are larger than those for other ships. Also, if your status bar has gone blank for one reason or another, use the Next TF or Next commands to select a task force or ship so you can get orders again.

Zoom — zooms in to a lower magnification where you can see more detail. There are three levels of zoom, beginning with the Fleet map view which shows 1000 kilometers across (a map for scenario eight, where it is 1000 kilometers across). Some of the available ship and task force orders change depending on what level of zoom you are using. In the Fleet map view you see the entire map area, your fleet, and any enemy fleets within range of detection. The Orders list in Fleet map view includes the PLUG order (see below) so you can set new flagships. The second level of zoom is Task Force map view, which shows 100 kilometers across. The Orders

let at the level includes the **FLAG** and **JOIN** orders (see below) so you can change flagships and merge task forces. The final lowest level point is the Ship map view showing 120 kilometers across. From here you can make out individual vessels on the ocean. Strike Fleet ships, planes, helicopters, and missiles appear as white dots, while approaching enemy vessels, planes, and missiles appear as black dots. The currently selected vessel features, and flagships appear larger than other vessels. The Orders list at the Ship map level includes the **JOIN** and **SPLIT** orders (see below) so you can link individual ships to a flagship with specific task force or split off ships to create a new task force or **JOIN** with a different task force.



When you zoom in to a magnification lower than Fleet Map view, the Fleet command appears in the Command List. Select the Fleet command to zoom out to Fleet magnification. Also, the Break command disappears at Ship magnification.

Orders — brings up a list of orders that you can issue to the currently selected task force, or ship if you are at the Ship map level. When you select the Orders command, the highlight moves down to the list of orders. The listed orders will be different depending upon your view level. Many ship orders contain information shown on the Status Bar. Move the controller up or down to select an order, then move it left or right until the desired status appears in the Status Selector box. Press the button to select the order. The status shown in the Status Selector will appear on the Status Bar once you press the button. When you are finished issuing orders, move the controller up until the highlight leaves the order options and re-enters the Command List. The following list contains all the available orders. Orders that are available only at certain map levels are marked as such.

DEST

Enters the destination coordinates into the autopiloting system of the flagship for the fleet (or the current task force if you have multiple task forces). A crasher appears on the map when you select this option. Move the crasher to the desired destination and press the controller button to select. When the flagship reaches its destination, it will circle until you give it new orders. Unless ordered otherwise, ships will travel in the same speed and direction as their flagship. A special Case arises, however, if you set a **DESTINATION** for individual ships at the Ship map level. In this case the individual ship travels its own course first, and when it reaches its destination, that it falls back into line with the flagship's speed and destination. But if a ship has moved more than 100 kilometers from the task force, it automatically splits off and becomes its own task force and flagship. Note: If you select the **DEST** order accidentally and want to cancel it, just move the crasher off the right side of the map. If you deactivate the autopilot and

manually steer your task force from the bridge, you'll need to return to the CoC and reset your destination. Also, you cannot set a new destination for a ship if the controlling flagship has already reached its destination — you must set individual destinations for your other ships before you finally set one for the flagship, or while the flagship is enroute to its own destination.



Because you cannot set a new destination until the ship has reached its current destination, you may need to stop a ship from completing its course. To do this, use the **DEST** command and move the crasher onto the ship's current location. This causes the ship to quickly reach its destination, where it will resume following the flagship's course.

SPEED

Choose **STOP**, **1/4**, **1/2**, **3/4**, or **FULL** for your fleet speed. The command works for individual ships only if you have set a **DESTINATION** for that ship. The flagship will move no faster than the slowest ship in its task force, so they won't be left behind. The speed is shown in the Status (Maximum/Current) slot on the Status Bar.

ALERT

Choose either **Rest** or **Gen Qtr** (General Quarters) for the crew status. At **Rest**, the crew rests, recuperates, and begins repairing any damage your ship may have sustained (you can repair only damage at less than medium severity while at **Rest**). Also, during **Rest**, the phones and chaff launchers are under manual control and will be released over time. During **Gen Qtr**, the crew ignores repairs and releases. Phones and chaff each fire once automatically if enemy missiles come within range during **Gen Qtr**. If the first attempt doesn't get the incoming missile, it's up to you to fire again.

RADAR

Choose either **PASSIVE** or **ACTIVE** for the type of radar you will use. **PASSIVE** radar relies on visual sightings and **ESM** (Electronic Surveillance Measures), i.e., detection of electronic waves, such as those from an enemy's active radar system or a missile's lock-on signal. As such, passive radar has a much more limited range, but it is also much safer than active radar. **ACTIVE** radar sends out an electronic beam in search of other ships, helicopters, and missiles. Whenever a detectable object appears instantly as a blip on your radar screen display. Although active radar gives you greater range and a clear image of what's headed your way, it also alerts the enemy in your presence and locates the system in the night.

SONAR

Choose either **PASSIVE** or **ACTIVE** for the type of sonar you will use. Passive sonar is used to listen for the underwater activity of enemy submarines. Speed greatly affects the range and reliability of passive or active sonar. The faster your speed, the less reliable your sonar images. And since any submarine moving through water creates noise, the faster the enemy moves, the easier it is to reliably locate them. Because of this, sonar blips may appear and disappear as you and the enemy change speed and direction. But this also means that passive sonar potentially has much greater range than active sonar. If, for example, you're not moving, but the enemy is moving quickly, Active sonar sends out signals, then listens for their echo bouncing off enemy subs. And like active radar, the enemy can usually hear your active sonar signals loud and clear.

FLAG

Available only at the Fleet and Task Force map levels. Selects a new flagship for the currently selected task force. The Status Bar shows the current flagship for the selected task force. Move the controller left or right to toggle through the ships in the task force. Press the controller button on the ship name you want to be the flagship, and its name appears on the Status Bar in place of the old flagship.



If your current flagship is damaged and slowing down, use the **FLAG** command to select a new flagship from **SHIP INFO**. Damaged flagships off so the task force can continue at full speed. But remember, some missions require you to return all ships of the and a full captain to clear the **Ministry**.

JOIN

Available only at the Task Force and Ship map levels. At the Ship level, this order lets you merge the currently selected task force with another that is within range. Move the controller left or right to toggle through the names of the flagships for each of your task forces. Ship names appear in the Status Selector box. Press the button to merge the task force shown in the Status Selector with the currently selected task force. At the Ship map level, the controller lets you join the currently selected ship with a flagship, even if the ship is already part of a different task force. Move the controller left or right to toggle through the flagships of the various task forces, and press the button to join your current ship with the selected flagship. The new flagship will replace the old one on the Status Bar.

SPLIT

Available only at the Ship map level. This order lets you split a ship off from the fleet or currently selected task force. Once split, the ship becomes a flagship and its own task force. You can now **JOIN** other ships to it, or you can **JOIN** it to another existing task force.

2.3 Scenario Time and Time Compression

The clock is always ticking into the scenario future. The only way to stop it is by pausing or cutting the scenario (use the Command Summary Card). Below the Command List and the Orders are the **Now** and **Time** fields. **Now** shows the total amount of time elapsed for the scenario on the bottom, and the elapsed time for the scenario on top. The **Time** field shows the degree of time compression at which the scenario is currently running. Time compression ranges from 1 to 128 degrees of compression. At the "1" setting, one second of game time equals one second of real time; at the "128" setting, 128 seconds of game time equals 1 second of real time.

Time compression is handy if you find the scenario running too slow in real time. It can prove helpful in the heat of battle though. A very high compression factor will substantially drop in a factor of eight if an incoming missile locks on to one of your craft or if a ship is in danger of running aground. You control time compression using the keyboard equivalents listed on the Command Summary Card. There is also a **Memory** that you can press to instantly drop the time compression back to one.



Be sure to always go to **Memory** (F) time compression when traveling from the Bridge to the CIC and back, so you'll have enough time to react to new information and events.

2.4 Leaving the Command Information Centre

When you leave the Command Information Centre by using the **Bridge** command, then you go to the bridge of the flagship for the currently selected task force, or the bridge of the currently selected ship (at the Ship map level). The next section describes the vessels used by the fleet, how they are controlled, and their varying capabilities.



8. STRIKE FLEET FORCES

The Strike Fleet uses seven different classes of sea-going vessels. There are *always* one or more types within each class. In the destroyer classes, for instance, there are two types, "DD" which carry only short range missiles such as Harpoons, ASROCs, torpedoes, and surface to air, and "DDG" which are more modern and carry the short range missiles plus long range guided missiles like the Tomahawk, and extended range surface to air missiles like the SM-2 (JF). At the Strike Fleet vessel classes are listed in Table 1 below by their function, then type, and their designation. By using the table, you can always tell what type of a ship you're working with simply by looking at the abbreviations used in the Shipyard, the Command Information Center, or on the bridge of your vessel. For instance, if you see the abbreviation "Yorktown Ticon-05," then you'll know that the ship is named "Yorktown," and that it's a Ticonderoga class cruiser armed with guided missiles. When a new type of ship is designed and built, the class name is usually derived from the name of the first commissioned ship of that type. So in the case of the Ticonderoga class, the Ticonderoga was the first ship of its type, thus the class was named after it.

Table 1: Strike Fleet Vessel Classes

Function	Type	Designation	Classes
Cruiser	Guided Missile	CG	Ticonderoga, Belknap
Destroyer	Gun	DD	Spruance
	Guided Missile	DDG	Arleigh Burke, Shafter
Frigate	Gun	FF	Broadsword
	Guided Missile	FFG	Clear Horizon, Perry
Fast Attack Sub	Hydrofoil	SSBN	Florida

Some of the Strike Fleet vessels also carry helicopters. You control them in the same way you control surface ships (see the next section, "8.1 Using and Controlling"). All the aircraft used by Strike Fleet are described in section "8.3 Aircraft."

8.1 Using and Controlling

You can control all Strike Fleet vessels from the bridge shown in Figure 3 below. You can switch to the bridge of any vessel or aircraft in your fleet with the "Change Bridge" feature. Move the controller as if you the Main-Class Indicator is highlighted, and press the button. You'll switch to the bridge of the next ship or helicopter in your fleet or task force. You can also go backward by using the left and helicopters using keyboard command based on the Command Summary Page.

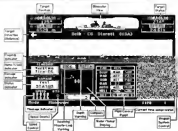


Figure 3: The Bridge

As noted earlier, not all ships are controlled the same. If you switch to the bridge of an aircraft carrier for instance, you'll have a stark, impressive entrance board. When a system is present and operational, however, it operates the same on every craft.

Unless you specifically give a ship its own commands from the Ship Map level of the Command Information Center or from the ship's bridge, then the ship will follow the lead of the flagship (see section "8.1.1 Navigation"). Thus, if your flagship is heading east, at full speed, and on general quarters alert status, then so will the rest of the ships in the fleet or task force. Being able to control an entire task force does not absolve your responsibilities as a Strike Fleet Commander, however. You must still switch to the bridge of another vessel in your task force to find out if it is in danger of running aground (if you get a Depth Warning signal), or if you want to use its

weapon systems. Use the Switch Bridge feature frequently to check the status of your Command.

Sometimes you may get a Threat Receiver signal, and it may be inconvenient to actually switch to the bridge of your other vessels, particularly during a heavy battle. Select the **TAR** control on the Main Control Panel and press the button to target your own vessels in the Binocular View (you can also use the "Target" keyboard command). If an enemy vessel or targets has locked on to one of your vessels, a symbol will appear above the Binocular View for each missile or torpedo that is locked-on to that vessel, up to a maximum of four per vessel (more than four missiles can be locked-on to the vessel, but only four at a time will appear above the Binocular View).

6.1.1. Propulsion

Use the Speed Control, to the left of the Radar/Sonar Display in Figure 3, to control your vessel's propulsion. The Speed Control settings correspond to the **SPEED** order settings you use in the Command Information Centre. Setting the Speed Control to **B** (Stop) cuts the engine and leaves the vessel dead in the water (0 knots), setting the Speed Control to **F** (Full) puts the engine at full throttle and eventually brings the vessel to its maximum speed.

The speed for all vessels (your own and others) is measured in knots. A knot is a unit of speed, not distance. It has a built-in "per hour" in it. So "Four" thus, one knot means "one nautical mile per hour". One knot equals about 1.6 km per hour.

6.1.2. Navigation

The easiest way to navigate, to follow your mission to, is set your course with the **DIRECTION** command in the Command Information Centre. When you go to the bridge of your flagship, the autopilot will bring you on line and guide the fleet on the course you set.

Each ship in the fleet is equipped with the autopilot system, which is linked to the flagship. It will function automatically until you disengage it (change speed) or try to steer the ship manually. Even after the system has been disengaged you can re-activate it by selecting the **AUTO** control on the Main Control Panel, and pressing the controller button to make it active (there is also a keyboard equivalent listed on the Command Summary Card). Once reactivated, the autopilot will make the necessary course corrections to bring you and your fleet to the destination you set in the Command Information Centre. You can set and reset the autopilot as many times as necessary.



If you change the speed or course of the flagship manually, the rest of the ships in your task force will follow suit. Be careful if your task force is running in a tight formation, because different ships have different turning radii, and you may cause a collision. Steering manually also clears your destination, return to the **GO** to reset it with the **DEST** order.

You can also override the autopilot by selecting the **HELM** control on the Main Control Panel. Use the keys listed on the Command Summary Card to steer your craft, or hold down the button and move the controller ball or right to steer in these directions. You will always see any course corrections (made by you or the autopilot) reflected in the Compass which is directly below the Radar/Sonar View screen.

6.1.3. The Main Control Panel

The Main Control panel on the bridge is the control panel you'll probably use the most during the course of your scenario. It controls many of the major systems on your vessel including targeting, radar/sonar displays, autopilot, range, autopilot, and helicopter launches. Figure 4 below shows the Main Control Panel and provides a brief explanation for each control.

TAR	HELM	Switch between TARGETING/REMOTE targeting
RAD	RAN	Switch between RADAR/SONAR Display
ACT	PA	Switch between ACTIVE/PASSIVE RADAR
SON	ACT	Switch between ACTIVE/PASSIVE SONAR
MAN	RNG	Change radar/sonar RANGE
AUTO	AC	AUTO Pilot AC (Fixed) or MANUAL helm control
HELI	LA	Launch HELI copter (one at a time)
GO	RE	RE turn to a launched missile. Take the HELM (manual)

Figure 4: The Main Control Panel

6.1.4. Surveillance

All Strike Fleet vessels are equipped with extended, long-range scanning, photo, early radar, and ultra long range sensor. Use the radar to spot ships, aircraft, and missiles. Use the sonar to spot ships, submarines, and torpedoes. Each system has an adjustable viewing range for its display of 2, 4, 8, 16, 32, 64, 128 and 256 kilometres. This doesn't affect the range of the Radar or Sonar signals, only your view of their return. This means that enemies that are 64 kilometres away can still see your active radar/sonar even though you've set the **RANGE** to only 2 kilometres. You can adjust the range by selecting the **RAN** control on the Main Control Panel.

also pressing the button. The range will increase with each press. You can also increase or decrease the range with keys that are listed on the Command Summary Card.



You should also be aware of the difference between maximum radar range and effective radar range. While ships and helicopters both have a maximum radar range of 250 kilometres, ships have an effective radar range of only 60 kilometres due to factors like the position and size of the enemy target, and Earth's curvature. The effective range for helicopters will be greater (possibly all the way up to 250 kilometres) because they can counter factors like the Earth's curvature with altitude.

Your vessel appears at the centre of the Radar/Sonar Display screen, and for added clarity your location blinks periodically. Other vessels within range appear scattered around your vessel. Friendly ships appear in the same colour as the centre ship for your vessel, while enemy ships appear in a different colour. Aircraft appear as short horizontal lines in the Radar/Sonar Display, and seabirds appear as vertical lines. Missiles and torpedoes appear as white dots in the Radar/Sonar Display. Both surveillance systems are integrated with the highly advanced targeting system. Any threat you target in the Binocular View appears within brackets [] in the Radar/Sonar Display (see section "6.1.4. Missiles" for more information on using the targeting system).



Some vessels, like the *Prism Pegasus* and all tankers, aren't equipped with sonar — so be careful when you use these ships in scenarios that include submarines.

Some ships are equipped with helicopters which can also be used for surveillance purposes. Although helicopter radar has the same range as that of a ship, the radar system on an airborne helicopter has a better effective range due to the altitude — in the same way you see further from the twenty-fifth floor of a building than from ground level. Use this to your advantage by launching a helicopter periodically, checking its radar and bringing the helicopter back to the ship. Helicopters are also equipped with sonar, but they must stop and hover in order to use it. Strike Fleet helicopters use dipping sonar (like dangling a microphone into the water from the helicopter). All helicopter sonar has a shorter range than ship sonar, and the helicopter must come to a complete stop in order to use its sonar.

6.1.5. Weapons

There are a total of eight different weapon systems with which a ship may be equipped. You control all the weapons systems for your ship from the Ordnance Board on the bridge (Figure 5 below). The weapons installed on ship appear on its Ordnance Board. You must first activate a

weapon system before you can use it. Activate a weapon by moving the controller until it is locked with the selector light to the left. Press the controller button to activate the system, and weapon's picture on the right lights up in a different colour to tell you it's armed.

	0	Long Range Anti Ship Missiles
	0	Short Range Anti Ship Missiles
	00	Anti Aircraft (Surface to Air) Missiles
	000	Dual Purpose Cannon Shells
	10	ASROC Anti-Submarine Weapons
	24	Torpedoes
	12	Phalanx Bunkers (Approx. 170 mts. ea.)
	24	Chaff Bunkers

Figure 5. Ordnance Board

Press the controller button again to fire the weapon at the target in the Binocular View. If the target is out of range, the weapon computer will display a "Target out of range" or "C. not lock on" message in the Ship Mode Indicator. See section 7 for detailed specifications and information on all the weapon systems used by Strike Fleet.

You control the weapon targeting system with the TAE control on the Main Control Panel, or with the keyboard equivalents shown on the Command Summary Card. An object that is targeted on the Radar/Sonar Display also appears in the Binocular View. If your target is a ship, submarine, or plane, the target's relative Bearing, and its Range appear to the left of the Binocular View, while the target's absolute heading, and its Speed appear to the right. If the target is a missile or torpedo, then the readouts on the right contain the name of the target's destination and the distance between them — the readout isn't updated as often as the one on the left. In either case, the left hand readouts show the Bearing, or relative direction to the target, and its distance from your vessel. The heading of a target is considered absolute because it is based upon the fixed degrees of the compass, while Bearing is relative to your ship position. Table 2 below shows absolute and relative degrees for heading and Bearing. And remember, the ship's targeting system has a six-way number of missiles and torpedoes that it can track through. If you find that there are too many of your own and the enemy's missiles in the air to allow you to launch more defensive missiles, you may have to deactivate some of your offensive missiles in order to protect your task force. Simply TAEget the missile you want to deactivate in the Binocular View, select the DET control, and press the controller button (or use the Detonate keyboard command listed on the Command Summary Card).



Table 2. Absolute Heading and Relative Bearing Degrees

Relative Degrees	Absolute Degrees
Front 0 Left 270— + —90 Right 180 Back	North 0 West 270— + —90 East 180 South

You can also target vessels that are beyond your effective radar sensor range by using remote targeting. For instance, suppose you suspect that an enemy task force is heading 200 kilometers away (over 100 kilometers further than your effective radar range). If you have one of your ships stationed between you and the suspected enemy task force, then you can use its radar sensor system to target the enemy, or you can launch a helicopter. By it is a point halfway between you and the enemy, and use its radar sensor to take a look around. This technique effectively extends the effective range of your ship's radar sensor systems so you can use weapon systems that may have a greater range. The following procedure describes the steps you would take to use a helicopter for remote targeting.



Using helicopters to target large battleship fleets can increase your reach. If you project force without exposing yourself to the target's anti-aircraft. (But don't let your helicopter get too close or you risk losing it.)

1. Launch one of your helicopters and fly it at top speed toward the ship you want to remotely target.
2. When the helicopter reaches its destination, use the **TARGET** control on the Main Control Panel (or its keyboard equivalent from the Command Summary Card) to select any targets within range of the helicopter's radar sensor (you will need to stop the helicopter if you are using sensor).
3. When the target you want is displayed in the Binocular View, select the **REMOTE** control from the Main Control Panel, and press the controller button to activate it (the indicator will light).
4. Now use the Switch Bridge feature to switch to the bridge of the vessel whose weapon systems you want to fire at the target — your flagship, for instance.
5. Now when you **TARGET** through the possible targets, the remote target — within range of your helicopter — will be added to the targets that are actually within range of your



current ship. Now you can activate and fire a weapon system that has the range to reach the remote target.

If the helicopter or ship that you're using to do remote targeting is destroyed by the enemy, you'll lose the target image in the Binocular View.

4.3 Surface Force

Strike Fleet uses ten different ship classes, all with different capabilities and uses. The Strike Fleet classes include:

- Atough Bunk (COG)
- Backup (CG)
- Broadsword (FF)
- Hunt (COG)
- Over Hazard Ferry (FFG)
- Pegasus (PHM)
- Shaming (COG)
- Spaulson (CO)
- Tawndrings new (CO)
- Tawndrings old (CO)

The following sections, arranged alphabetically, contain specifications for and usability of all the sea-going vessels used by the Strike Fleet. See section "7.1. Cannons" for the gun capabilities of Strike Fleet vessels. The diagrams for each vessel are not drawn to scale.



The **Displacement** (the ship's volume or mass) specification corresponds roughly to how well the ship withstands damage, i.e. ships with larger displacement can better survive enemy attacks.

8.2.1 Arleigh-Burke-Class (US)

Specifications

Type DDG—Aegis
Displacement: 9,500 tons
Length: 180.25 ft (54.97 m)
Beam: 30.9 ft (9.42 m)
Maximum Speed: 30
Helicopters: 2
Crew (est): 550
Anti-Aircraft Missiles: 76 SM-2
(SM-6)
Anti-Ship Missiles: 8 Harpoon,
8 Tomahawk
Crew Bursts: 24
Phased Bursts: 12 at apogee
175 rounds each
ASROC: ASMs: 12
Torpedoes: 24 MK48

Names

Burke-51
7-52
7-53
7-54

Diagram



Because this class was only recently commissioned (1990s) the names for the other three ships of the class were not available when the manual went to print. You'll just have to wait until you go to the shipyard.

8.2.2 Belknap (Type 25) Class (US)

Specifications

Type CG
Displacement: 8,000
Length: 147.6 (45.28 m)
Beam: 34.8 ft (10.61 m)
Maximum Speed: 32
Helicopters: 1
Crew (est): 400
Anti-Aircraft Missiles: 48 SM-2
(SM-6)
Anti-Ship Missiles: 8 Harpoon
Crew Bursts: 24
Phased Bursts: 12 at apogee
175 rounds each
ASROC: ASMs: 20
Torpedoes: 24 MK48

Names

Belknap-26
Shaw-27
Fox-28
Biddle-29

Diagram



Commissioned in 1964, it curiously served as the flag ship for the U.S. 6th Fleet. It was severely damaged in 1975 in a collision with the Carrier Kennedy near Sicily.

8.2.3 Broadford (Type 21) Class (British)

Specifications

Type T1
Displacement: 4,600 tons
Length: 120.5 (36.73 m)
Beam: 40.5 ft (12.35 m)
Maximum Speed: 32
Helicopters: 2
Crew (est): 400
Anti-Aircraft Missiles: 12
Tomahawk
Anti-Ship Missiles: 4 Exocet
Crew Bursts: 10
Torpedoes: 18 MK48

Names

Broadford-20
Bathurst-21
Bismarck-22
Brisbane-23

Diagram



The Broadford commissioned in 1974, was an early and active participant in the 7 stands contest.

8.2.4 Kestrel-Class (US)

Specifications

Type DDG
Displacement: 7,810 tons
Length: 162.8 (49.62 m)
Beam: 34.9 (10.64 m)
Maximum Speed: 30
Helicopters: 2
Crew (est): 550
Anti-Aircraft Missiles: 52 SM-2
(SM-6)
Anti-Ship Missiles: 8 Harpoon
Crew Bursts: 24
Phased Bursts: 12 at apogee
175 rounds each
ASROC: ASMs: 10
Torpedoes: 12 MK48

Names

Kestrel-103
Cathapon-104
Scout-105
Chandler-106

Diagram



Kestrel-Class ships were the first class of ships and purchased by the Russian Union of Soviet Republics.

6.2.3 Oliver Hazard Perry Class (US)

Specifications

Type DDG
Displacement: 3600 Tons
Length: 444 ft (135 m)
Beam: 46 ft (14 m)
Maximum Speed: 29
Helicopters: 2
Shut Load: 600
Anti-Aircraft Missiles: 36 SM-1 (40)
Anti-Ship Missiles: 4 Harpoon
Cruet Bursts: 24
Phalanx Bursts: 6 at approx 1.75 rounds each
Torpedoes: 24 MK48

Names

Duncan 10
Clark 11
John Moore 18
Aronson 20
Belmont 28
Rios 30
Clark 34
Gary 37
Hansen 38
Smith 50
Hueston James 67
Rodney Davis 68

Diagram



Oliver Hazard Perry frigates use a radical design to help reduce costs, and are among the least expensive ships for their role.

6.2.4 Pegasus Class Hydrofoil (US)

Specifications

Type FFG
Displacement: 200 tons
Length: 132 ft (40.23 m)
Beam: 26.2 ft (8.0 m)
Maximum Speed: 60
Helicopters: 0
Shut Load: 600
Anti-Ship Missiles: 4 Harpoon
Cruet Bursts: 24

Names

Pegasus 1
Hector 2
Aquila 4
Gambel 6

Diagram



Commissioned in 1977, it was designed as a small combatant that would be universally acceptable to NATO navies.

6.2.7 Sheffield Class 1 (Great)

Specifications

Type DDG
Displacement: 4000 tons
Length: 480 ft (146.31 m)
Beam: 49 ft (14.93 m)
Maximum Speed: 30
Helicopters: 1
Shut Load: 600
Anti-Aircraft Missiles: 22 Sea Dart
Cruet Bursts: 10
Torpedoes: 24 MK48

Names

Claspall 44
Glover 46
Sheffield 48
County 50

Diagram



A class relative of the Blackwood, this group is bigger and longer with enhanced ASW capability. The numbers we use for the Sheffield and the County are for the new ones built after the originals were destroyed in the Falklands conflict.

6.2.8 Spruance Class (US)

Specifications

Type DDG
Displacement: 1900 Tons
Length: 345 ft (105.17 m)
Beam: 36 ft (10.97 m)
Maximum Speed: 30
Helicopters: 2
Shut Load: 600
Anti-Aircraft Missiles: 8 Sea Sparrow
Anti-Ship Missiles: 4 Harpoon
Cruet Bursts: 24
Phalanx Bursts: 12 at approx 1.75 rounds each
ASROC Assets: 24
Torpedoes: 18 MK48

Names

1st 501
Kinkaid 505
3rd 507
Mead 509
Brewer 511
Cushing 503
Hayler 507
Deyo 509

Diagram



Commissioned in 1975, the gas turbine powered Spruance class is primarily an anti-submarine platform.

6.2.9 Toconderga Class—New (ULI)

Specifications

Type: CG A/CSS
Displacement: 1800 tons
Length: 144.4 ft (172.80 m)
Beam: 34.5 ft (10.5 m)
Maximum Speed: 30
Helicopters: 2
Crew: 100
Anti-Aircraft Missiles: 36 (3x 12)
(AMs)
Anti-Ship Missiles: 8 Harpoon
24 Tomahawk
Crew Bunks: 24
Phasers Bunks: 12 at apert
175 rounds each
ASROC: 40ms, 18
Torpedoes: 24 Mk48

Names

Burner 101-12
Mister Ray 13
Arcturian 14
Lyle 101-15

Diagram



The new Toconderga Class differs only from the old class, shown in section 6.2.8. The most notable difference is that the fore and aft missile launchers have been replaced with "Vertical Launch Systems" (VLS). The fore VLS can hold up to 20 missiles, while the aft VLS can accommodate up to 40.

6.2.10 Toconderga Class—Old (ULI)

Specifications

Type: CG A/CSS
Displacement: 1800 tons
Length: 144.4 ft (172.80 m)
Beam: 34.5 ft (10.5 m)
Maximum Speed: 30
Helicopters: 2
Crew: 100
Anti-Aircraft Missiles: 36 (3x 12)
(AMs)
Anti-Ship Missiles: 8 Harpoon, 8 Tomahawk
Crew Bunks: 24
Phasers Bunks: 12 at apert
175 rounds each
ASROC: 40ms, 12
Torpedoes: 24 Mk48

Names

Toconderga-17
Tyrannus 48
Vitaly Forge-50
Thomas Gates 51

Diagram



Toconderga-class are automated enough for a single knowledgeable person to operate the ship with weapon systems working automatically. See "6.2.8. Toconderga Class—New (ULI)" above for more details.

6.3. Air Force

With the few exceptions noted above, all ships are outfitted with a pair of helicopters for surveillance and attack purposes. These helicopters can be launched from any ship at any time.

Most helicopters are each equipped with two torpedoes for air-to-ship attacks. All helicopters have chaff and no missiles. You may also see Serika Fleet's PSC Ocean search planes hunting for submarines — you can't control these planes, and don't shoot them down. The specifications for all Serika Fleet aircraft are listed below.

6.3.1 LAMPY-1 Helicopter (Kaman SeaSprite (ULI)

Specifications

Empty Weight: 13,000 lbs
Length: 52.5 ft (16.00 m)
Maximum Speed: 144
Torpedoes: 2 Mk48

Diagram



The Kaman SeaSprite is a multi-purpose craft, used in anti-submarine and anti-ship warfare, as well as in search and rescue, observation and utility missions.

6.3.2 PSC Ocean Search Plane (ULI)

Specifications

Empty Weight: 13,000 lbs
Length: 118.5 ft (36.08 m)
Maximum Speed: 470

Diagram



You cannot control the Ocean Search planes as you do your own helicopters and ships. They will automatically search for submarines. Don't shoot them down!



Helicopter (British)

Diagram



The Sea King is not as effective — in addition to its torpedoes, it cannot perform dipping sonar and lightweight search and tracking radar for detecting small surface targets.

2. STRIKE FLEET WEAPONS

The Strike Fleet uses a number of different weapon systems on its vessels. These include a variety of missiles and torpedoes, a variety of different cannons, and point defense systems such as Phalanx and CIWS. The following sections describe and give the specifications for each type of system, cannon, missile, torpedo, and defense system.

2.1. Cannons

Progression of missile warfare in some instances became so strong in the 1960s and 70s that some ships appeared with only heavy gun armaments — the British Type 23 (each 1 in place for instance) had only two 40mm guns. Fortunately for you and your fellow Strike Fleet Commanders, the bulk of such strategy has been proven time and time again. Now our ships are equipped with a variety of powerful and efficient dual-purpose cannons.

The term "dual-purpose" refers to their ability to act as a traditional cannon (against other ships, aircraft, or as an anti-aircraft/missile weapon). All U.S. cannons have the ability to fire both missiles and shells at ranges from 0 to about 5000 meters. Most U.S. ships are equipped with two cannons (making it tougher for the enemy to destroy them). Ships typically carry 800 shells, though this number varies depending on the ship. Table 2 (below) lists the cannon type, shell weight, and range for Strike Fleet ships. See Section 2.2.1 (below) for information on Shell Cannons.

Table 2. Dual Purpose Cannons on Strike Fleet Vessels

Ship(s)	Shell (diameter)	Shell Wt.	Approx. Range
C.H. Perry, Popeye	76 mm (3 inches)	14 lbs	15 km (9.3 Miles)
Other U.S. Ships	127 mm (5 inches)	45 lbs	22 km (13.7 Miles)
Broadsword	40 mm (1.5 inches) —mainly anti-air	3 lbs	4 km (2.5 Miles)
Shepherd	114 mm (4.5 inches)	55 lbs	11 km (6.8 Miles)

2.1.1. Aiming

You control the dual-purpose cannons on your ships in the same way you control the missiles and other weapons. Select a on the Command Base, press the controller button once to activate a, and press again to fire at the target in the Binocular View. You can manually aim your cannons by using the Gun keyboard equivalent listed on the Command Summary Card. When you use this command, a crosshair appears in the Binocular View. Use the controller to move the crosshair around on your target. Start by aiming a little high and watching where the water splashes appear. If they plunge behind the target, then you're too high. Bring the crosshair down

a little and let another shot go. If the shots appear in front of the target, you're too low. Keep making fine adjustments until you "walk" the shots in on the target. When this happens, you'll be rewarded with a glimmer of another victory.

7.2. Missiles

There are four basic types of missiles used by Strike Fleet vessels. These are surface-to-surface (SR — Short Range), anti-ship (surface-to-air (AA — Anti-Aircraft) cruise (LR — Long Range), Tomahawk) and anti-submarine (ASB — ASROC) missiles. Although the different types of missiles have their specific uses, you can also use them in other capacities. For instance, the ever-reliable Harpoon, which is an anti-ship missile, can take out shore-based Silkworm missile launchers. The following specifications, arranged alphabetically, show the name, type, manufacturing nation, operational data, and a diagram of each missile used by the Strike Fleet. The missile diagrams are not drawn to scale.

7.2.1. ASROC Anti-Submarine Weapon (US)

Approx. Max. Effective Range: 8 km (4 Nautical Miles)
Speed: Mach 3



This is actually an Mk 46 acoustic homing torpedo equipped with a drop-in rocket launcher.

7.2.2. Exocet Anti-Ship Missile (French & 26 other nations)

Approx. Max. Effective Range: 32-70 km (18-38 Nautical Miles)
Speed: Mach 3



The Exocet can be launched by jet, helicopter or ship at any surface target with no ship. All target data is given to the missile guidance system just prior to launch. Throughout the entire course of flight, the missile maintains an average height of less than three meters above the water's surface.

7.2.3. Harpoon Short Range Anti-Ship Missile (US)

Approx. Max. Effective Range: 160 km (86 Nautical Miles)
Speed: Mach 7.5



Harpoon missiles can be fired up to 90 degrees away from the target and can be supplied with target data for a target beyond the radar (visual) horizon. These missiles are also surface skimming missiles and may only be fired at surface targets.

7.2.4. SeaCrest Anti-Ship Missile (British)

Approx. Max. Effective Range: 17 km (9 Nautical Miles)
Speed: Mach 3



This missile uses high-energy infrared configuration. Also available in a SAM (Surface-to-Air Missile) variant.

7.2.5. SeaSparrow Surface-to-Air Missile (US-British)

Approx. Max. Effective Range: 32 km (17 Nautical Miles)
Speed: Mach 3



Surface-to-air version of the highly successful Sparrow air-to-air missile.

7.2.6. SeaWolf Surface-to-Air Missile (British)

Approx. Max. Effective Range: 8 km (4 Nautical Miles)
Speed: Mach 2+



Normally launched from a multi-barrel launcher. Some variants are used in a VLS (Vertical Launch System) on Type 23 frigates.

7.2.7. SM-1 (US) Extended-Range Surface-to-Air Missile (US)

Approx. Max. Effective Range: 60 km (32 Nautical Miles)
Speed: Mach 3

The SM-1 Extended Range (ER) missile is actually the SM-1 (MR) (medium altitude version 7.2.8), except that it's equipped with a drop-in booster stage that extends its maximum range. See section 7.2.8 for details.

7.2.8 SM-1 (MR) Medium-Range Surface-to-Air Missile (US)

Approx. Max. Effective Range: 20 km (10 Nautical Miles)
Speed: Mach 2+



The Standard Missile 1 is one of the most commonly used missiles for air electronic security and is equipped with conventional high explosive warheads or proximity fuses. The SM-1 missiles also have very good ECCM (EW) capabilities.

7.2.9 SM-2 (ER) Extended-Range Surface-to-Air Missile (US)

Approx. Max. Effective Range: 180 km (98 Nautical Miles)
Speed: Mach 2+

The SM-2 (Extended-Range) (ER) missile is actually the SM-2 (MR) (shown below in section 7.2.10), except that it is equipped with a long on-board stage that extends its maximum range. (See section 7.2.10 for details.)

7.2.10 SM-2 (MR) Medium-Range Surface-to-Air Missile (US)

Approx. Max. Effective Range: 180 km (98 Nautical Miles)
Speed: Mach 2+



The Standard Missile 2 has many improvements over the SM-1, except that it has many enhancements that improve its performance. These enhancements include an improved guidance unit and a semi-active radar homing (SARH) system. The most energy-efficient trajectory to the target, and a shaped warhead that penetrates the target.

7.2.11 Tomahawk Long-Range Cruise Missile (US)

Approx. Max. Effective Range: 500 km (270 Nautical Miles)
Speed: Mach 7



An extremely versatile weapon system with torpede tube launch, vertical tube launch, submerged variants and a number of surface launch systems. The nuclear tipped version of this missile is intended for land-based targets and therefore has a much greater range.

7.3 Torpedoes

Used only as an anti-submarine weapons, torpedoes will not lock-on to ships. The SM-66 is the only torpedo used by the Strike Fleet. Its specifications and diagram are shown below.

7.3.1 SM-66 Torpedo (US)

Approx. Max. Effective Range: 8 km (4 Nautical Miles)
Speed: 100 Kts



Deployed in air surface and submerged launched configurations.

7.4 Defensive Weapons

All Strike Fleet vessels are equipped with last layer defense systems, as well as their complement of offensive weapons. These systems are termed point defense because they are normally the last line of defense against incoming enemy weapons. If a battle progresses to the point where these weapons are necessary, then every second counts. For this reason these systems are to a certain degree automatic. If an enemy missile gets in close enough to trigger these weapons, they will fire on their own, but only once, and only if your fleet in task force is in general quarters alert. After that, you must fire them manually. Of course, if it gets to the point of mutual intervention, the chances of stopping the incoming missile are slim. The following sections describe each of your defensive weapon systems.

7.4.1 Chaff

Originally developed in World War II to confuse enemy radar, modern chaff is now in standard use by naval forces to confuse and detect enemy missiles. Chaff is basically nothing more than foil strips which are tossed into an explosive charge, shot into the air where it explodes (a) rapid action and (hopefully) destroys the enemy missile's tracking system.

There are two basic strategies for using chaff: seduction or destruction. Your vessel's chaff system automatically uses one of these measures depending upon the type of incoming missile it detects.

The seduction method is used on low-flying, surface skimming missiles like the Exocet. The chaff charges are shot up to two kilometers down range, in the path of the incoming missile, where they explode at a fairly low altitude. If it goes well, the low-flying missile is "seduced" into climbing from an attack course to explode harmlessly in the cloud of foil. The destruction method is used on high-flying missiles that are in and dive down on their target — like those used by the USSR. The chaff is shot at a high altitude (up to 1,000 meters) where it explodes and attracts the missile into making a premature dive. In this way, even if the missile doesn't detonate in the chaff, it is likely to overshoot or fall short of its target.

7.4.2 Phalanx Systems

The Phalanx system is another modernized version of a very old weapon — the Gatling gun. But while the original Gatling gun was operated by hand cranks, the Phalanx system isn't quite so primitive. In fact, the Phalanx is a completely self-contained, quite complex M2191 20mm twin-barrel Gatling gun. Both the mounting, masts and outlying electronics are tracked by the Phalanx radar system, which uses the angular error to correct for the heat burst. The system's accuracy improves as the missile approaches. The Phalanx's maximum effective range lies at about 2,000 yards (2,100 meters). Because of its rounded-on-top and stocky appearance, it is unofficially called "Ridge".



8. ENEMY FORCES

The surest way to protect yourself and your fleet on the open seas is to know and understand the technology of your potential enemies. The following sections describe the vessels and weapons of the nations that you may struggle with in one or more of the scenarios. Refer to section "5.5.1 Cannons" for the types and ranges of enemy cannons. Be warned that you may encounter gaps in the information that follows. Our intelligence agents are clever and efficient at getting information, but our opponents are also clever, and there is much that we still don't know. But then, there is still much that they don't know either.

8.1 Enemy Naval Forces

The following sections list in alphabetical order the information we have been able to gather on enemy sea-going vessels. The vessel diagrams are not drawn to scale.

8.1.1 Akai-Class (USSR)

Specifications

Type: Submarine
Displacement: 3,750 tons
Maximum Speed: 40
Length: 267.5 ft (81.38 m)
Beam: 37.9 ft (11.5 m)
Cruising: 20,000 mi

Diagram



Probably the tallest, deepest diving military submarine today. Powered by two liquid metal (sodium) cooled nuclear reactors, its maximum alloy hull rate is close to more than 20,000 feet.

8.1.2 Guppy I (Argentina)

Specifications

Type: Submarine
Displacement: 2,400 tons
Maximum Speed: 18
Length: 267.41 ft (81.27 m)
Beam: 19.04 ft (5.8 m)
Cruising: 10,000 mi

Diagram



Developed in the U.S. GUPPY (Greater Underwater Propulsion Power) program. Before nuclear submarines, the class is still in wide-scale use by smaller nations.

8.1.3 Kashi (Modified) Class (USSR)

Specifications

Type: DDG
 Displacement: 4500 tons
 Maximum Speed: 30
 Length: 432.4 ft (131.86 m)
 Beam: 51.6 ft (15.70 m)
 Capacity: 37000 (2 m)
 Mines: 22 SA 9-5, 4-65 ft 20
 Torpedoes: 10

Names

Kashimskaya Slavya
 Kashiya Kashiya
 Kashiya Kashiya
 10 others

Diagram



Commissioned in 1987, it is the first class of warships with gas turbines as the primary propulsion system. Primarily an anti-aircraft platform.

8.1.4 Kary-Class (USSR)

Specifications

Type: BC
 Displacement: 26,000 tons
 Maximum Speed: 30
 Length: 373.6 ft (113.90 m)
 Beam: 50.6 ft (15.52 m)
 Anti-Air Missiles: 96 SA-9-4
 Phalanx: Two variants 120 barrels
 Anti-Ship Missiles: 20 SA-9-4
 Torpedoes: 16, 530mm

Names

Kary
 Kary
 Four

Diagram



These large dual-purpose nuclear-powered battle cruisers were grouped single-handedly responsible for the reconnoitering of the fleet class of US battleships.

8.1.5 Klyuch-Class (USSR)

Specifications

Type: IT-2
 Displacement: 5000 tons
 Maximum Speed: 30
 Length: 405.2 ft (123.54 m)
 Beam: 48.6 ft (14.80 m)
 Anti-Air Missiles: 18 SA-9-4
 Torpedoes: 10, 530mm

Names

Klyuch
 Klyuch
 Klyuch
 26 others

Diagram



Another of the Soviet dual-purpose surface ships, this class has fast acceleration and superior sea-keeping. A portion of this class is being built for KGB use.

8.1.6 Kynda Class (USSR)

Specifications

Type: CC
 Displacement: 5000 tons
 Maximum Speed: 30
 Length: 405.2 ft (123.54 m)
 Beam: 51.6 ft (15.70 m)
 Anti-Air Missiles: 22 SA-9-4
 Anti-Ship: 10 SA-9-4
 Torpedoes: 12, 530mm

Names

Kynda
 Kynda
 Kynda
 Varyag

Diagram



Designed for surface warfare, this was the first Soviet missile cruiser class.

8.1.7 Light Patrol Craft (Iran)

Specifications

Type: LAC, ACB, CAC
 Displacement: Varies
 Maximum Speed: 30
 Length: Varies
 Beam: Varies
 Capacity: Various small-caliber
 Torpedoes

Description

These are Iranian variety speed boats, equipped with high horsepower outboard motors, that have been reinforced to serve as military fast attack craft.

8.1.8 November Class (USSR)

Specifications

Type: Submarine
 Displacement: 5000 tons
 Maximum Speed: 30
 Length: 300.6 ft (91.67 m)
 Beam: 27.6 ft (8.40 m)
 Torpedoes: 18, 530mm

Names

12 ships

Diagram



The first of the Soviet Navy's nuclear-powered force. Two reactors power the heavy boat.

8.1.9 Potemkin Class (USSR)

Specifications

Type: LAC
 Displacement: 500 tons
 Maximum Speed: 30
 Length: 300.6 ft (91.67 m)
 Beam: 27.6 ft (8.40 m)
 Anti-Air Missiles: 18 SA-9-4

Diagram



A popular Soviet export, this ship is also used by Poland, India, Egypt and other countries. Equipped with guns, landing and mine sweeping capabilities.

§ 1 10. Popucha Class (USSR)

Specifications

Type: CG
Displacement: 500 tons
Maximum Speed: 16
Length: 370.7 ft (112.99 m)
Beam: 47.6 ft (14.51 m)
Arm-Air Missiles: 32 SA-N-3

Diagram



This landing ship tank (LST) class was built at the Odessa shipyards in Poland. They are landing ships in the Soviet Navy.

§ 1 11. Sauro Class (Iran)

Specifications

Type: Frigate
Displacement: 1540 tons
Maximum Speed: 26
Length: 204.71 ft (62.4 m)
Beam: 14.11 ft (4.3 m)
Arm-Air Missiles: 8 SeaCat
Chaff: 8 bursts
Arm-Ship Missiles: 8 SeaSkim

Diagram



These are conditioned, gas-turbine frigates from Project ABB-1 and SeaHunter systems.

§ 1 12. Salsa Class (Argentina)

Specifications

Type: Submarine
Displacement: 1100 tons
Maximum Speed: 25
Length: 183.4 ft (55.9 m)
Beam: 27.5 ft (8.38 m)
Torpedoes: 14 SSBNs

Names:
San Luis
Salsa

Diagram



Modified German class, the Salsa class features green hulls and wedge-shaped fins. They operated against the British Task Force in the Falklands conflict.

§ 1 13. Sosa Class (USSR)

Specifications

Type: CG
Displacement: 12 500 tons
Maximum Speed: 32
Length: 313.4 ft (95.5 m)
Beam: 65.6 ft (20.00 m)
Arm-Air Missiles: 64 SA-N-3
Phalanx Equipped: 80 bursts
Arm-Ship Missiles: 18 SS-N-10
Torpedoes: 14 SSBNs

Diagram



The SA-N-3 missile is built for its unique modular launcher construction, providing a maximum destructive power.

§ 1 14. Type 400 Class (Argentina)

Specifications

Type: Frigate
Displacement: 1170 tons
Maximum Speed: 24
Length: 262.9 ft (80 m)
Beam: 33.6 ft (10.20 m)
Arm-Ship Missiles: 4 SeaSkim
Torpedoes: 18 Mk-45

Diagram



French built, the 400 class is diesel-powered and inexpensive.

§ 1 15. Water W Class (USSR)

Specifications

Type: Submarine
Displacement: 6300 tons
Maximum Speed: 32
Length: 347.1 ft (105.97 m)
Beam: 32.6 ft (10 m)
Torpedoes: 8 SSBNs

Diagram



Water W has an interesting cylindrical shape mounted on top of its upper hull (not shown) — possibly a forward vision array.

§ 2. Enemy Air Force

The following specifications, arranged alphabetically, list the information we have been able to gather on the enemy aircraft you are most likely to encounter. The aircraft diagrams are not drawn to scale.

8.2.1 Tu-22 M "Backfire Bomber" (USSR)

Specifications

Takeoff Weight: 210,000 lbs
Maximum Speed: Mach 2.5
Length: 121 ft 6 in (36.2 m)
Wingspan: 115 ft 6 in (34.4 m)
Arm/Eng. Mounts: 3/2 Engines

Diagram



8.2.2 Mirage F1C (French Intpt)

Specifications

Takeoff Weight: 35,500 lbs
Maximum Speed: 800
Length: 49 ft 6 in (15 m)
Wingspan: 27 ft 6 in (8.4 m)
Arm/Eng. Mounts: 2/2 Engines

Diagram



8.2.3 Super Etendard (French)

Specifications

Takeoff Weight: 24,000-26,500 lbs
Maximum Speed: 800
Length: 46 ft 6 in (14.21 m)
Wingspan: 27 ft 6 in (8.4 m)
Arm/Eng. Mounts: 1/2 Engines

Diagram



8.3 Enemy Weapon Specs

The following sections, arranged alphabetically by weapon name, list what we know of the weapon systems used by the various potential enemy nations.

8.3.1 Cannons

The enemy's dual purpose cannons are similar to our U.S. and British versions in both function and design, although they do seem to have a wider variety of cannon sizes. Table 4 (bottom) lists the ship, cannon type, approximate shell weight, and approximate range for enemy cannons.

Table 4: Dual Purpose Cannons on Enemy Vessels

Ship(s)	Size (Barrel diameter)	Approx Shell Wt.	Approx. Range
Korea (USSR)	100 mm	30 lbs	8 km (4.9 Miles)
Soviet (USSR)	120 mm	55 lbs	22 km (12.4 Miles)
Kuwait (Hydra)			
Kuwait (USSR)	76 mm	13 lbs	11 km (6.8 Miles)
Poland (USSR)	57 mm	8 lbs	8 km (5.0 Miles)
Iran (Argentina)	100 mm	30 lbs	10 km (6.2 Miles)
Soviet (Iran)	115 mm	50 lbs	15 km (9.3 Miles)
USSR (USSR)	7.6 inch	7.6 inch	7.6 inch

8.3.2 Missiles

The following sections, listed alphabetically, show the available description, specifications, and diagram for all known enemy missiles. The missile diagrams are not drawn to scale.

8.3.2.1 Exocet Anti-Ship Missile (French and 28 others)



See section 7.2.2 "Exocet Anti-Ship Missile (British)" for description.

8.3.2.2 "Kingfish" Anti-Ship Missile (USSR)

Approx. Max. Effective Range: 500 km (300 Nautical Miles)
Speed: Mach 3



Deployed in various Badger and Backfire Long Range, where tested Naval Forces in the Soviet Union.

9.3.2.3 SA-N-3 "Cobalt" Surface-to-Air Missile (USSR)

Approx. Max. Effective Range: 25 km (20 Nautical Miles)
Speed: Mach 2+



Deployed in 1967, the Cobalt uses the same warhead as the SA-N-4.

9.3.2.4 SA-N-4 "Cactus" Surface-to-Air Missile (USSR)

Approx. Max. Effective Range: 10 km (8 Nautical Miles)
Speed: Mach 2+



The Cactus also has some surface-to-surface (anti-ship) capabilities.

9.3.2.5 SA-N-5 "Crab" Surface-to-Air Missile (USSR)

Approx. Max. Effective Range: 10 km (8 Nautical Miles)
Speed: Mach 1+



The Crab is deployed in light amphibious forces and can be shoulder launched.

9.3.2.6 SA-N-6 "Gourmand" Surface-to-Air Missile (USSR)

Approx. Max. Effective Range: 21 km (18 Nautical Miles)
Speed: Mach 3



The Gourmand is similar to the SA-N-3 system, anti-missile variant.

9.3.2.7 SA-N-7 "Griffon" Surface-to-Air Missile (British & 14 other nations)

Approx. Max. Effective Range: 8 km (5 Nautical Miles)



The Griffon is actively guided, with some sea-skimming capabilities.

9.3.2.8 Ssg Kelp Art. Ship Missile (Italy & others)

Approx. Max. Effective Range: 25 km (14 Nautical Miles)
Speed: Transonic; Subsonic after burnout



The Kelp missile uses beam riding plus radar altimeter guidance, supplemented by radio command to home in on its target. It can dash close to the ship's surface, making it an effective weapon.

9.3.2.9 Silkworm Art. Ship Missile (Chinese)

Approx. Max. Effective Range: 7
Speed: 7



Intelligence believes that the Silkworm design is based on the Soviet SS-N-2A "Bey" missile, and that performance should be similar. See section 9.3.2.10 for details.

9.3.2.10 SS-N-2A "Bey" Art. Ship Missile (USSR & others)

Approx. Max. Effective Range: 40 km (25 Nautical Miles)
Speed: Mach 3



The Bey is deployed in "ODA" missions and carries an 180 lb. warhead.

9.3.2.11 SS-N-2C Art. Ship Missile (USSR)

Approx. Max. Effective Range: 30 km (18 Nautical Miles)
Speed: Mach 3

Updated version of the Bey, with extended range and sea-skimming capabilities on its final approach (to reduce radar visibility). See section 9.3.2.10 for more details.

9.3.2.12 SS-N-12 "Sandbar" Art. Ship Missile (USSR)

Approx. Max. Effective Range: 100 km (60 Nautical Miles)
Speed: Mach 1+



§ 3.3.3 SS-N-19 Anti-Submarine Rocket (SS-N-19)
 Approx. Max. Effective Range: 100 km (62 mi)
 Speed: Mach 1+



Believed to be an improved version of the SS-N-12 missile, the SS-N-19 has slightly less range and speed but an improved sea-skimming flight profile. It can carry conventional or tactical nuclear warheads.

§ 3.3.4. Torpedoes

The following sections, arranged alphabetically, show the symbols designed to identify enemy and display on for all known enemy torpedoes. The torpedo diagrams are not drawn to scale.

§ 3.3.4.1. Type 53 (53mm) Torpedo (USSR)
 Approx. Max. Effective Range: 4.25 km (2.7 mi)
 Speed: 28-45



The Type 53 is a dual-purpose torpedo, and an upgrade of the 40mm symbol.

§ 3.3.4.2. Miscellaneous Torpedo (all 53-8 others)
 Approx. Max. Effective Range: 9 km (5.6 nautical miles)
 Speed: 30 knots



See section 7.3.1 for details and diagram.

§ SCENARIO OVERVIEWS

The following sections provide overviews of the various scenarios you may find yourself in as a Strike Fleet Commander. A word of advice: Commander the better you know and understand the situations you may have to deal with, the better will be your chances of winning the other day. And remember: if you use fewer ships, you'll have more points to spend on the other end of the scenario.



The **Maximum Number of Ships** shown for each scenario is the total possible ships, and does not reflect the amount of ships you may have for warships. For instance, in a scenario that has 10 ships, you may have 10 ships. If you have 10 ships, you may only have enough points for two or three ships. If you have 10 ships, you can keep adding more ships, which have 10 points, until you reach 10 ships.

§ 1. Stark Realities

Maximum Number of Ships: 1

Notes: You can send a ship with a different name if you wish. Refer to Satellite Map 1 below.

As the Captain of a U.S. frigate, your ship is stationed in the Persian Gulf as part of a routine patrol. Defend yourself and all neutral shipping in the Gulf, but do not fire unless attacked first. You may encounter friendly and enemy ships as well as aircraft. You must tread the thin line between provocation and escalation, and decide what actions to take. Any.

This should be your first mission, and this mission is designed to familiarize you with all the systems of your ship. Remember that you have helicopters, and that they have longer radar ranges (when airborne). There is a step-by-step walk through of this mission in the "Getting Started" section of the Command Summary Card.

§ 2. The Enemy Below

Maximum Number of Ships: 2

Notes: You can select ships with different names, or just take a single ship for a higher score if you wish. Refer to Satellite Map 2 below.

On May 1, 1982, two British frigates were providing ASW coverage for their forces near Port Stanley on the Falkland Islands, when they detected, and were fired upon, by the Argentine sub *San Luis*. Neither side acknowledged a hit that day. Now it's your turn to repeat the situation. Your mission is to search for, and destroy, Argentine submarines that may be in the area. The best defense against torpedoes? "Join the subs before they fire." Try using slow speeds and passive sonar to find the enemy. Unlike the previous mission, this mission relies extensively on

your ability to command more than one ship and your proficiency at using sensor. Remember that your helicopters are also equipped with sensor (but not as powerful as the ship's) and helicopters must stop and hover to use it.

Try searching the area northwest of the Falklands. The best technique for submarine searching is to sprint at full speed, then cut the engines and drift as you use the sensor.



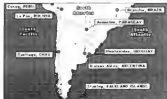
Satellite Map 1

6.3. The Road to Kuwait

Maximum Number of Ships: 7

Notes: Refer to Satellite Map 1 above.

Now, with a larger, more powerful task force, you must escort three refueled Kuwait tankers through the dangerous Persian Gulf and out to the Arabian Sea while watching for possible air and sea attacks. Do not let these tankers get up to the certain your targets are truly lost, and be particularly alert in the Strait of Hormuz. Make full speed to remove the oil tankers from danger as soon as possible.



Satellite Map View 2

6.4. Falklands Defense

Maximum Number of Ships: 2

Notes: Refer to Satellite Map View 2 above.

Britain is battling it out with Argentina for control of the Falklands. Argentina has an attack squadron fueled and ready to launch from their carrier — weather conditions are the only thing that hampers their progress. Your mission is to engage and take out Argentina task group 75.4 — composed of three frigates — which is supporting the main attack force.

6.5. One Strike

Maximum Number of Ships: 10

Notes: Refer to Satellite Map 1 above.

You are escorting a small convoy of empty oil tankers into the Persian Gulf, when you find your task force confronted by speedboats armed with guns and grenades. Repeated warnings go unheeded, and if you don't take action, your task force will be surrounded. Get these tankers



safety through the Strait of Hecate and into the Persian Gulf. You have weapons-free clearance — neutralize any and all opposition. Good luck, Commander!

9.6 Atlantic Cork

Maximum Number of Ships: 14

Notes: Refer to Satellite Map 3 below.

Welcome to World War III. Bottle up the Soviet fleet in the Norwegian Sea before they escape through the Greenland-Iceland (GIK) gap. You'll meet your objective if you sink enough of their ships and subs to seriously cripple their forces. Two Orion search planes, operating out of Iceland, will provide sub hunting support to your fleet (you can't control the Orion).

Our satellites have spotted a large surface fleet just northeast of your position, and the SCILLID line hints approximately a dozen various Soviet nuclear attack subs racing at high speed for the gap between Greenland and Iceland. Split your forces as you see fit, but stop these ships and subs! Our satellites also show pictures of Backline bombers loading up at their home bases — watch out for those long range Kingfisher missiles.

9.7 Surprise Invasion

Maximum Number of Ships: 14

Notes: You'll have enough points for the maximum Number of Ships only if you play in a campaign. Refer to Satellite Map 3 below.

Another possible beginning for World War III, and the outlook is grim. A Soviet invasion fleet is heading for Newfoundland, Norway and your small task force is all that stands between them and it. With some sharp strategic quick reactions and some luck, you'll complete your objective by sinking their Patomchey supply ships and Resucha troop carriers. If you're feeling particularly daring, you might even take out a few of their warships.



Satellite Map 3

9.8 Escape to New York

Maximum Number of Ships: 14

Notes: Refer to Satellite Map 3 above.

You command a small task force whose objective is to make a last stand in the U.S. east coast. Soviet subs, cruisers, and bombers stand in your way. The submarine threat is particularly strong in this scenario.

9.9 Wellback 1990

Maximum Number of Ships: 14

Notes: Refer to Satellite Map View 3 above.

Your objective is to escort a convoy of reinforcements to a U.S. base in Iceland. Get your task force to within a few dozen miles of the Iceland coast to complete your objective. You can probably expect fierce attacks from a large Soviet surface fleet that our satellites have spotted just west of your position at the start of the scenario.



9.10 Mapping Up

Maximum Number of Ships: 10

Notes: Focus in Satellite Map View 3 above

The end of the war is in sight, and we have done well for ourselves. But the Soviets may get us if we allow them to get their ships and subs back in their northern bases for more fuel and supplies. Search out all Soviet submarines and ships that will be heading north or northeast. Your objective is to prevent the enemy from reaching home — use extreme prejudice. You may have to spread your forces thin, and you may also be subjected to fighter attack. But you may be able to bring down a few-carrier bombers returning from raids on your island.



10 STRIKE FLEET DESIGNERS' NOTES

By Adam J. Jensen and Larry Nelson

Lucasfilm Games, 1987

In designing *Strike Fleet*, we set out to produce a game that could bring a variety of experiences to its users. *Strike Fleet* is not only a Modern Naval Combat Simulator, but also an exercise in strategy, a tool for study of the recent past and near future, and an action/casualty game. If one aspect is particularly appealing to you, by all means enjoy it. But we also recommend that you explore other aspects of *Strike Fleet* as well. If you're a simulation buff, try unwinding a little with the built-in game aspects. And if you're in it just for the fun, pay attention to the real-world aspects. You may discover some new perspectives.

Simulating warfare is a tricky business. War is a very good subject for games because the rules and objectives are clear, the topic is familiar and interesting, and the stakes are as high as they can be. But it's important to remember the difference between a game and the real thing. In designing the game, we specifically chose situations that make for interesting and fun game play. Real life isn't like that too often. Also, although it seems obvious to state, what can be a lot of fun when at your computer changes when shooting and dodging real bullets. Our hope is that *Strike Fleet* gives you some appreciation for the issues of war without the dangers of actually trying to live through one. We hope you'll not only enjoy playing the game, but think about its implications too.

It's easy to get overwhelmed by the complexities of modern age combat on a home computer, particularly when you are controlling a whole fleet by yourself. Because of the limitations of the computer and the player, we've chosen to standardize controls for all ships and helicopters, and to automate some maneuvers and defense control in place of the ones that an actual fleet would have. We've taken particular care in presenting the hardware aspect of the game, with the correct weapon systems and capabilities for each ship, helicopter, sub, and plane. The numbing complexity of a modern fleet, with individual differences from ship to ship within a class, is too detailed for the scope of a single-player simulation. So some differences are averaged and others smoothed out. This yields a basic game system that you can play in two ways: 1) you can take the big picture, concentrating on the maps, fleet actions, and multi-ship combat; or 2) narrow your focus to the bridge view, putting yourself in the thick of the action and watching it first hand. We've found the simulation accurate enough that real tactics work as you'd expect them to in the real world. There's never been a large-scale battle with missile-armed ships in real life (at the time of the writing), so now you can get a feel for what *should* be like.

The most important factor for your success in *Strike Fleet* remains in your adaptability. Attacks can come from the air, from submarines, or from other surface ships. Bunching your ships together allows you to use common anti-air missile cover for all, and if you bunch them close

enough, you can even bring guns to bear on missiles headed for your other ships. But a tightly bunched task force is much more vulnerable to submarine attack. Air defense is even more complex. The first warning you may get of a bomber attack is the lack of warning from the threat (because of the long range missiles they use). But if you spread your ships far and try to intercept bombers before they can fire, the very ships you send out may fall prey to the bomber's attack.

You'll need similar adaptability in fleet selection. The default ships are usually a carrier-axe-ess. Try experimenting, taking a few powerful ships to simplify your command and make tight groupings easier, or taking many weaker ships so you can afford to establish long range screens and even lose a few warships without jeopardizing the mission. Pay close attention to the kind of anti-air missiles the ships carry. Most US warships carry SM-1 or SM-2 standard missiles, with the latter being somewhat improved in range, speed, and reliability, but the ones designed (IFF) for "extended range" allow you to intercept incoming missiles and aircraft at much greater distances. Also, the Tomahawk cruise missile has a very long range and hence the striking power of the more common Harpoon. A Tomahawk-equipped ship can get attacks hundreds of miles away if you use the remote targeting option to feed information from a spinter vessel. Even the guns are important when you fight the enemy to a standstill in a missile duel. And you can use the guns to get the close-range Phalanx in tracking out incoming missiles. Similarly, to detect and fight submarines, helicopters are your best bet. Most US ships carry two, but some carry only one. The helicopters will probably use torpedoes more often than the ships, but if the helicopters miss a sub until it is very close, the ship-based torpedoes (and ASROC, the sub-rocket) may come in handy.

While maneuvering, you should weigh the relative dangers of submarine, surface, and air attack based on your posture (tailing). If you are escorting invasion ships or helicopters you should put a ship with good anti-air missiles near the center, and some destroyers or frigates farther out to tail sub and screen against surface attack. If you're hunting for enemy subs, a good anti-sub tactic is to point forward and not occasionally to check out your tail. In any case, you will need to get some sort of maneuvering your ships. There are two basic methods to do this: 1) stop to flagships and give individual orders that move each ship into a specific position relative to the flagship, or 2) keep all the ships moving and change the main-flagship position, "on the fly." We recommend the second method if you can manage it, but it is more difficult, and you run the risk of disastrous collisions. Readjustments are easier using the ship level map in the Command Information Center. Here you can give successive new destinations to each ship and see where they're planning to go. When they reach their destinations, they will automatically switch back to "autopilot" and follow the flagship again.

In battle against missile armed aircraft, you often will not see them until after they've fired — if they. This is one of the realities of modern warfare and it's one the reason that air defense is so

important. Taking care of these missiles is done with surface launched missiles, covered in the following paragraph. If you put "bait" ships out in the front and sides of your main group, you may be able to pick up aircraft before they fire, and engage them with your anti-air missiles. Sometimes aircraft will be heading toward our task force, but their surface ships or satellites have spotted, and you can get the jump on them with another. Use helicopters as a sort of Airborne Early Warning system for both surface and air attack, but the enemy can spot them as well, and they are very vulnerable.

When you're fighting surface ships, it's likely that both sides will use waves of missiles. Try drawing out the enemy's fire, so missiles fly long only one missile at a time, or by overwhelming them with many missiles. Your helicopters can spot remote targets for your surface ships to attack, thus extending your color range, but keep your helicopters well away from the enemy ships if possible to avoid losing them to missiles. And remember, there are limits to the number of missiles and torpedoes your ships can track through. If you find yourself unable to launch defensive missiles because of all of your offensive missiles in the air, you may have to disengage some before they hit. Your missile counter attacks will sometimes work better if you launch them from the ship that the enemy missile is locked on to. If your defensive missiles don't stop the incoming waves, your guns are another possible defense. The Phalanx is also pretty reliable, particularly if you operate it manually to hit multiple shots at a given target, but it is limited rounds and a slow rate of reloading.

Submarines are perhaps one of the greatest threats. Remember, they can't be seen frequently. Having a ship with active sonar to locate underwater subs is a must, but may save the rest of your task force. Finally, once a torpedo is launched, you are not able to outrun it or turn away at the last moment. The best defense against subs is to locate and sink them before they and you. Using the ship's powerful guns to lock them in as remote targets allows your helicopters to home-in using their own radar. Sub-ship torpedoes on the side. Several subs are particularly tough, and may require more than one torpedo.

Your final task depends on a number of factors. The biggest contribution is a high final rank, so completing your objective as detailed in the scenario description. Sometimes this is as simple as surviving until the end of your allotted time. Sometimes it involves protecting other ships whose performing complex multi-ship attacks. The greater your destroy are also often important to your final rating. In scenarios where you choose your fleet by expending points, the points you don't use are worth a good deal in your final rank. This represents the benefits of accomplishing a mission with smaller forces, leaving up ships to be used by the rest of the Navy. Bringing your ships through with as little damage as possible also helps your chances for promotion and citations. Finally, if you blow up all your ships, or fire on one of your own ships or helicopters, the consequences are likely to be grave.

NOTICE

ELECTRONIC ARTS RESERVES THE RIGHT TO MAKE IMPROVEMENTS IN THE PRODUCT DESCRIBED IN THIS MANUAL AT ANY TIME AND WITHOUT NOTICE.

THIS MANUAL AND THE SOFTWARE DESCRIBED IN THIS MANUAL, IS COPYRIGHTED. ALL RIGHTS ARE RESERVED. NO PART OF THIS MANUAL OR THE DESCRIBED SOFTWARE, MAY BE COPIED, REPRODUCED, TRANSLATED OR REDUCED TO ANY ELECTRONIC MEDIUM OR MACHINE-READABLE FORM WITHOUT THE PRIOR WRITTEN CONSENT OF ELECTRONIC ARTS LIMITED, 11400 STATION ROAD, LANGLLEY, BRISB 03 0YN, ENGLAND.

ELECTRONIC ARTS MAKES NO WARRANTIES, EXPRESS OR IMPLIED, WITH RESPECT TO THIS MANUAL, ITS QUALITY, MERCHANTABILITY OR FITNESS FOR ANY PARTICULAR PURPOSE. THIS MANUAL IS PROVIDED "AS IS." ELECTRONIC ARTS MAKES CERTAIN LIMITED WARRANTIES WITH REGARD TO THE SOFTWARE AND THE MEDIA FOR THE SOFTWARE. PLEASE SEE THE ELECTRONIC ARTS LIMITED WARRANTY ENCLOSED WITH THIS PRODUCT.

MANUAL © 1987 ELECTRONIC ARTS. ALL RIGHTS RESERVED.



ELECTRONIC ARTS®

Home Computer Software

ELECTRONIC ARTS LIMITED

11400 STATION ROAD, LANGLLEY, BRISB 03 0YN, ENGLAND